BLADE BARRIER

EVOCATION - LEVEL 6

90 ft. 1 action Concentration, up to 10 min V,S

CHAIN LIGHTNING

EVOCATION - LEVEL 6

150 ft. 1 action Instantaneous V,S,M

CIRCLE OF DEATH

NECROMANCY - LEVEL 6

150 ft. 1 action Instantaneous V,S,M

CONJURE FEY

CONJURATION - LEVEL 6

60 ft. 1 action Concentration, up to 10 min V,S

CHAIN LIGHTNING

EVOCATION - LEVEL 6

RANGE
150 ft.

DURATION
Instantaneous

CASTING TIME
1 action

COMPONENTS
V,S,M

Material: three silver pins

You launch a lightning bolt toward a target you can see within range. Three bolts then leap from that target to as many as three other targets of your choice, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

Each target makes a Dexterity saving throw, taking 10d8 Lightning damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. One additional bolt leaps from the first target to another target for each spell slot level above 6.

BLADE BARRIER

EVOCATION - LEVEL 6

RANGE
90 ft.

DURATION
Concentration,
up to 10 minutes

CASTING TIME
1 action

COMPONENTS
V,S

You create a wall of whirling blades made of magical energy. The wall appears within range and lasts for the duration. You make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides Three-Quarters Cover, and its space is Difficult Terrain.

Any creature in the wall's space makes a Dexterity saving throw, taking 6d10 Force damage on a failed save or half as much damage on a successful one. A creature also makes that save if it enters the wall's space or ends it turn there. A creature makes that save only once per turn.

CONJURE FEY

CONJURATION - LEVEL 6

RANGE
60 ft.

DURATION
Concentration,
up to 10 minutes

CASTING TIME
1 action

COMPONENTS
V,S

You conjure a Medium spirit from the Feywild in an unoccupied space you can see within range. The spirit lasts for the duration, and it looks like a Fey creature of your choice. When the spirit appears, you can make one melee spell attack against a creature within 5 feet of it. On a hit, the target takes Psychic damage equal to 3d12 plus your spellcasting ability modifier, and the target has the Frightened condition until the start of your next turn, with both you and the spirit as the source of the fear.

As a Bonus Action on your later turns, you can teleport the spirit to an unoccupied space you can see within 30 feet of the space it left and make the attack against a creature within 5 feet of it.

Using a Higher-Level Spell Slot. The damage increases by 2d12 for each spell slot level above 6.

CIRCLE OF DEATH

NECROMANCY - LEVEL 6

RANGE
150 ft.

DURATION
Instantaneous

CASTING TIME
1 action

COMPONENTS
V,S,M

Material: the powder of a crushed black pearl worth 500+ GP

Negative energy ripples out in a 60-foot-radius Sphere from a point you choose within range. Each creature in that area makes a Constitution saving throw, taking 8d8 Necrotic damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 2d8 for each spell slot level above 6.

CONTINGENCY

ABJURATION - LEVEL 6

Self 10 minutes 10 days V,S,M

CREATE UNDEAD

NECROMANCY - LEVEL 6

10 ft. 1 minute Instantaneous V,S,M

DISINTEGRATE

TRANSMUTATION - LEVEL 6

60 ft. 1 action Instantaneous V,S,M

EYEBITE

NECROMANCY - LEVEL 6

Self 1 action Concentration, up to 1 minute V,S

CREATE UNDEAD

NECROMANCY - LEVEL 6

RANGE
10 ft.

DURATION
Instantaneous

CASTING TIME
1 minute

COMPONENTS
V,S,M

Material: one 150+ GP black onyx stone for each corpse

You can cast this spell only at night. Choose up to three corpses of Medium or Small Humanoids within range. Each one becomes a Ghoul under your control (see the Monster Manual for its stat block).

As a Bonus Action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any of them at the same time, issuing the same command to them). You decide what action the creature will take and where it will move on its next turn, or you can issue a general command, such as to guard a particular place. If you issue no commands, the creature takes the Dodge action and moves only to avoid harm. Once given an order, the creature continues to follow the order until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell rather than animating new ones.

Using a Higher-Level Spell Slot. If you use a level 7 spell slot, you can animate or reassert control over four Ghouls. If you use a level 8 spell slot, you can animate or reassert control over five Ghouls or two Ghasts or Wights. If you use a level 9 spell slot, you can animate or reassert control over six Ghouls, three Ghasts or Wights, or two Mummies. See the Monster Manual for these stat blocks.

CONTINGENCY

ABJURATION - LEVEL 6

RANGE
Self

DURATION
10 days

CASTING TIME
10 minutes

COMPONENTS
V,S,M

Material: a gem-encrusted statuette of yourself worth 1,500+ GP

Choose a spell of level 5 or lower that you can cast, that has a casting time of an action, and that can target you. You cast that spell—called the contingent spell—as part of casting Contingency, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain trigger occurs. You describe that trigger when you cast the two spells. For example, a Contingency cast with Water Breathing might stipulate that Water Breathing comes into effect when you are engulfed in water or a similar liquid.

The contingent spell takes effect immediately after the trigger occurs for the first time, whether or not you want it to, and then Contingency ends.

The contingent spell takes effect only on you, even if it can normally target others. You can use only one Contingency spell at a time. If you cast this spell again, the effect of another Contingency spell on you ends. Also, Contingency ends on you if its material component is ever not on your person.

EYEBITE

NECROMANCY - LEVEL 6

RANGE
Self

DURATION
Concentration,
up to 1 minute

CASTING TIME
1 action

COMPONENTS
V,S

For the duration, your eyes become an inky void. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration.

On each of your turns until the spell ends, you can take a Magic action to target another creature but can't target a creature again if it has succeeded on a save against this casting of the spell.

Asleep. The target has the Unconscious condition. It wakes up if it takes any damage or if another creature takes an action to shake it awake.

Panicked. The target has the Frightened condition. On each of its turns, the Frightened target must take the Dash action and move away from you by the safest and shortest route available. If the target moves to a space at least 60 feet away from you where it can't see you, this effect ends.

Sickened. The target has the Poisoned condition.

DISINTEGRATE

TRANSMUTATION - LEVEL 6

RANGE
60 ft.

DURATION
Instantaneous

CASTING TIME
1 action

COMPONENTS
V,S,M

Material: a lodestone and dust

You launch a green ray at a target you can see within range. The target can be a creature, a nonmagical object, or a creation of magical force, such as the wall created by Wall of Force.

A creature targeted by this spell makes a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 Force damage. If this damage reduces it to 0 Hit Points, it and everything nonmagical it is wearing and carrying are disintegrated into gray dust. The target can be revived only by a True Resurrection or a Wish spell.

This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If such a target is Huge or larger, this spell disintegrates a 10-foot-Cube portion of it.

Using a Higher-Level Spell Slot. The damage increases by 3d6 for each spell slot level above 6.

FIND THE PATH

DIVINATION - LEVEL 6

Self
1 minute
Concentration, up to 1 day
V,S,M

FLESH TO STONE

TRANSMUTATION - LEVEL 6

60 ft.
1 action
Concentration, up to 1 minute
V,S,M

FORBIDDANCE

ABJURATION - LEVEL 6

Touch
10 minutes or ritaul
1 day
V,S,M

GLOBE OF INVULNERABILITY

ABJURATION - LEVEL 6

Self
1 action
Concentration, up to 1 minute
V,S,M

FLESH TO STONE

TRANSMUTATION - LEVEL 6

RANGE
60 ft.

DURATION
Concentration,
up to 1 minute

CASTING TIME
1 action

COMPONENTS
V,S,M

Material: a cockatrice feather

You attempt to turn one creature that you can see within range into stone. The target makes a Constitution saving throw. On a failed save, it has the Restrained condition for the duration. On a successful save, its Speed is 0 until the start of your next turn. Constructs automatically succeed on the save.

A Restrained target makes another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and has the Petrified condition for the duration. The successes and failures needn't be consecutive; keep track of both until the target collects three of a kind.

If you maintain your Concentration on this spell for the entire possible duration, the target is Petrified until the condition is ended by Greater Restoration or similar magic.

FIND THE PATH

DIVINATION - LEVEL 6

RANGE
Self

DURATION
Concentration,
up to 1 day

CASTING TIME
1 minute

COMPONENTS
V,S,M

Material: (a set of divination tools—such as cards or runes—worth 100+ GP

You magically sense the most direct physical route to a location you name. You must be familiar with the location, and the spell fails if you name a destination on another plane of existence, a moving destination (such as a mobile fortress), or an unspecific destination (such as "a green dragon's lair").

For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. Whenever you face a choice of paths along the way there, you know which path is the most direct.

GLOBE OF INVULNERABILITY

ABJURATION - LEVEL 6

RANGE
Self (10-foot emanation)

DURATION
Concentration,
up to 1 minute

CASTING TIME
1 action

COMPONENTS
V,S,M

Material: a glass bead

An immobile, shimmering barrier appears in a 10-foot Emanation around you and remains for the duration.

Any spell of level 5 or lower cast from outside the barrier can't affect anything within it. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from areas of effect created by such spells.

Using a Higher-Level Spell Slot. The barrier blocks spells of 1 level higher for each spell slot level above 6.

FORBIDDANCE

ABJURATION - LEVEL 6

RANGE
Touch

DURATION
1 day

CASTING TIME
10 minutes or ritual

COMPONENTS
V,S,M

Material: ruby dust worth 1,000+ GP

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the Gate spell, to enter the area. The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, the Ethereal Plane, the Feywild, the Shadowfell, or the Plane Shift spell.

In addition, the spell damages types of creatures that you choose when you cast it. Choose one or more of the following: Aberrations, Celestials, Elementals, Fey, Fiends, and Undead. When a creature of a chosen type enters the spell's area for the first time on a turn or ends its turn there, the creature takes 5d10 Radiant or Necrotic damage (your choice when you cast this spell).

You can designate a password when you cast the spell. A creature that speaks the password as it enters the area takes no damage from the spell.

The spell's area can't overlap with the area of another Forbiddance spell. If you cast Forbiddance every day for 30 days in the same location, the spell lasts until it is dispelled, and the Material components are consumed on the last casting.

GUARDS AND WARDS 1/2

ABJURATION - LEVEL 6

Touch 1 hour 24 hours V,S,M

GUARDS AND WARDS 2/2

ABJURATION - LEVEL 6

Touch 1 hour 24 hours V,S,M

HARM

NECROMANCY - LEVEL 6

60 ft. 1 action Instantaneous V,S

HEAL

ABJURATION - LEVEL 6

60 ft. 1 action Instantaneous V,S

GUARDS AND WARDS 2/2

ABJURATION - LEVEL 6

RANGE Touch

DURATION 24 hours

CASTING TIME 1 hour

COMPONENTS V,S,M

Doors. All doors in the warded area are magically locked, as if sealed by the Arcane Lock spell. In addition, you can cover up to ten doors with an illusion to make them appear as plain sections of wall.

Stairs. Webs fill all stairs in the warded area from top to bottom, as in the Web spell. These strands regrow in 10 minutes if they are destroyed while Guards and Wards lasts.

Other Spell Effect. Place one of the following magical effects within the warded area:

- Dancing Lights in four corridors, with a simple program that the lights repeat as long as Guards and Wards lasts
- Magic Mouth in two locations
- Stinking Cloud in two locations (the vapors return within 10 minutes if dispersed while Guards and Wards lasts)
- Gust of Wind in one corridor or room (the wind blows continuously while the spell lasts)
- Suggestion in one 5-foot square; any creature that enters that square receives the suggestion mentally

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GUARDS AND WARDS 1/2

ABJURATION - LEVEL 6

RANGE Touch

DURATION 24 hours

CASTING TIME 1 hour

COMPONENTS V,S,M

Material: a silver rod worth 10+ GP

You create a ward that protects up to 2,500 square feet of floor space. The warded area can be up to 20 feet tall, and you shape it as one 50-foot square, one hundred 5-foot squares that are contiguous, or twenty-five 10-foot squares that are contiguous.

When you cast this spell, you can specify individuals that are unaffected by the spell's effects. You can also specify a password that, when spoken aloud within 5 feet of the warded area, makes the speaker immune to its effects.

The spell creates the effects below within the warded area. Dispel Magic has no effect on Guards and Wards itself, but each of the following effects can be dispelled. If all four are dispelled, Guards and Wards ends. If you cast the spell every day for 365 days on the same area, the spell thereafter lasts until all its effects are dispelled.

Corridors. Fog fills all the warded corridors, making them Heavily Obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you believes it is going in the opposite direction from the one it chooses.

HEAL

ABJURATION - LEVEL 6

RANGE 60 ft.

DURATION Instantaneous

CASTING TIME 1 action

COMPONENTS V,S

Choose a creature that you can see within range. Positive energy washes through the target, restoring 70 Hit Points. This spell also ends the Blinded, Deafened, and Poisoned conditions on the target.

Using a Higher-Level Spell Slot. The healing increases by 10 for each spell slot level above 6.

HARM

NECROMANCY - LEVEL 6

RANGE 60 ft.

DURATION Instantaneous

CASTING TIME 1 action

COMPONENTS V,S

You unleash virulent magic on a creature you can see within range. The target makes a Constitution saving throw. On a failed save, it takes 14d6 Necrotic damage, and its Hit Point maximum is reduced by an amount equal to the Necrotic damage it took. On a successful save, it takes half as much damage only. This spell can't reduce a target's Hit Point maximum below 1.

HEROES' FEAST

CONJURATION - LEVEL 6

Self 10 minutes Instantaneous V,S,M

MAGIC JAR 1/2

NECROMANCY - LEVEL 6

Self 1 minute Until dispelled V,S,M

MAGIC JAR 2/2

NECROMANCY - LEVEL 6

Self 1 minute Until dispelled V,S,M

MASS SUGGESTION

ENCHANTMENT - LEVEL 6

60 ft. 1 action 24 hours V,M

MAGIC JAR 1/2

NECROMANCY - LEVEL 6

RANGE
Self

DURATION
Until dispelled

CASTING TIME
1 minute

COMPONENTS
V,S,M

Material:a gem, crystal, or reliquary worth 500+ GP

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's Material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or take Reactions. The only action you can take is to project your soul up to 100 feet out of the container, either returning to your living body (and ending the spell) or attempting to possess a Humanoid's body.

You can attempt to possess any Humanoid within 100 feet of you that you can see (creatures warded by a Protection from Evil and Good or Magic Circle spell can't be possessed). The target makes a Charisma saving throw. On a failed save, your soul enters the target's body, and the target's soul becomes trapped in the container. On a successful save, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours.

Once you possess a creature's body, you control it. Your Hit Points, Hit Point Dice, Strength, Dexterity, Constitution, Speed, and senses are replaced by the creature's. You otherwise keep your game statistics.

HEROES' FEAST

CONJURATION - LEVEL 6

RANGE
Self (10-foot cube)

DURATION
Instantaneous

CASTING TIME
10 minutes

COMPONENTS
V,S,M

Material: a gem-encrusted bowl worth 1,000+ GP, which the spell consumes

You conjure a feast that appears on a surface in an unoccupied 10-foot Cube next to you. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve creatures can partake of the feast.

A creature that partakes gains several benefits, which last for 24 hours. The creature has Resistance to Poison damage, and it has Immunity to the Frightened and Poisoned conditions. Its Hit Point maximum also increases by 2d10, and it gains the same number of Hit Points.

MASS SUGGESTION

ENCHANTMENT - LEVEL 6

RANGE
60 ft.

DURATION
24 hours

CASTING TIME
1 action

COMPONENTS
V,M

Material: a snake's tongue

You suggest a course of activity—described in no more than 25 words—to twelve or fewer creatures you can see within range that can hear and understand you. The suggestion must sound achievable and not involve anything that would obviously deal damage to any of the targets or their allies. For example, you could say, "Walk to the village down that road, and help the villagers there harvest crops until sunset." Or you could say, "Now is not the time for violence. Drop your weapons, and dance! Stop in an hour."

Each target must succeed on a Wisdom saving throw or have the Charmed condition for the duration or until you or your allies deal damage to the target. Each Charmed target pursues the suggestion to the best of its ability. The suggested activity can continue for the entire duration, but if the suggested activity can be completed in a shorter time, the spell ends for a target upon completing it.

Using a Higher-Level Spell Slot. The duration is longer with a spell slot of level 7 (10 days), 8 (30 days), or 9 (366 days).

MAGIC JAR 2/2

NECROMANCY - LEVEL 6

RANGE
Self

DURATION
Until dispelled

CASTING TIME
1 minute

COMPONENTS
V,S,M

Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move and it is Incapacitated.

While possessing a body, you can take a Magic action to return from the host body to the container if it is within 100 feet of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you make a Charisma saving throw against your own spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die.

If the container is destroyed or the spell ends, your soul returns to your body. If your body is more than 100 feet away from you or if your body is dead, you die. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100 feet. Otherwise, that creature dies.

When the spell ends, the container is destroyed.

MOVE EARTH

TRANSMUTATION - LEVEL 6

120 ft. · 1 action · Concentration, up to 2 hours · V,S,M

PLANAR ALLY

CONJURATION - LEVEL 6

60 ft. · 10 minutes · Instantaneous · V,S

PROGRAMMED ILLUSION

XII
I
X
IX
XI
XII
VII

ILLUSION - LEVEL 6

120 ft. · 1 action · Until dispelled · V,S,M

SUNBEAM

EVOCATION - LEVEL 6

Self · 1 action · Concentration, up to 1 minute · V,S,M

PLANAR ALLY

CONJURATION - LEVEL 6

RANGE
60 ft.

DURATION
Instantaneous

CASTING TIME
10 minutes

COMPONENTS
V,S

You beseech an otherworldly entity for aid. The being must be known to you: a god, a demon prince, or some other being of cosmic power. That entity sends a Celestial, an Elemental, or a Fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though you might get a different creature anyway (DM's choice).

When the creature appears, it is under no compulsion to behave a particular way. You can ask it to perform a service in exchange for payment, but it isn't obliged to do so. The requested task could range from simple (fly us across the chasm, or help us fight a battle) to complex (spy on our enemies, or protect us during our foray into the dungeon). You must be able to communicate with the creature to bargain for its services.

Payment can take a variety of forms. A Celestial might require a sizable donation of gold or magic items to an allied temple, while a Fiend might demand a living sacrifice or a gift of treasure. Some creatures might exchange their service for a quest undertaken by you.

A task that can be measured in minutes requires a payment worth 100 GP per minute. A task measured in hours requires 1,000 GP per hour. And a task measured in days (up to 10 days) requires 10,000 GP per day. The DM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived. Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creatures rarely accept tasks that seem suicidal.

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you if possible. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane.

MOVE EARTH

TRANSMUTATION - LEVEL 6

RANGE
120 ft.

DURATION
Concentration,
up to 2 hours

CASTING TIME
1 action

COMPONENTS
V,S,M

Material: a miniature shovel

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. For example, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete. Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

At the end of every 10 minutes you spend Concentrating on the spell, you can choose a new area of terrain to affect within range.

This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Similarly, this spell doesn't directly affect plant growth. The moved earth carries any plants along with it.

SUNBEAM

EVOCATION - LEVEL 6

RANGE
Self (60-foot line)

DURATION
Concentration,
up to 1 minute

CASTING TIME
1 action

COMPONENTS
V,S,M

Material: a magnifying glass

You launch a sunbeam in a 5-foot-wide, 60-foot-long Line. Each creature in the Line makes a Constitution saving throw. On a failed save, a creature takes 6d8 Radiant damage and has the Blinded condition until the start of your next turn. On a successful save, it takes half as much damage only.

Until the spell ends, you can take a Magic action to create a new Line of radiance.

For the duration, a mote of brilliant radiance shines above you. It sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. This light is sunlight.

PROGRAMMED ILLUSION

ILLUSION - LEVEL 6

RANGE
120 ft.

DURATION
Until dispelled

CASTING TIME
1 action

COMPONENTS
V,S,M

Material: jade dust worth 25+ GP

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific trigger occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot Cube, and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

When the trigger you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes, after which the illusion can be activated again.

The trigger can be as general or as detailed as you like, though it must be based on visual or audible phenomena that occur within 30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door.

Physical interaction with the image reveals it to be illusory, since things can pass through it. A creature that takes the Study action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

TRANSPORT VIA PLANTS

CONJURATION - LEVEL 6

10 ft. 1 action 1 round V,S

TRUE SEEING

DIVINATION - LEVEL 6

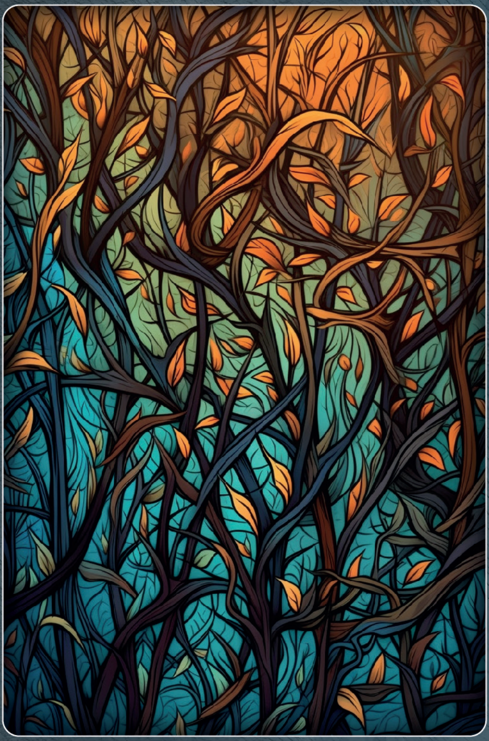
Touch 1 action 1 hour V,S,M

WALL OF ICE

EVOCATION - LEVEL 6

120 ft. 1 action Concentration, up to 10 min V,S,M

WALL OF THORNS



CONJURATION - LEVEL 6

120 ft. 1 action Concentration, up to 10 min V,S,M

TRUE SEEING

DIVINATION - LEVEL 6

RANGE
Touch

DURATION
1 hour

CASTING TIME
1 action

COMPONENTS
V,S,M

Material: mushroom powder worth 25+ GP, which the spell consumes

For the duration, the willing creature you touch has Truesight with a range of 120 feet.

TRANSPORT VIA PLANTS

CONJURATION - LEVEL 6

RANGE
10 ft.

DURATION
1 round

CASTING TIME
1 action

COMPONENTS
V,S

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

WALL OF THORNS

CONJURATION - LEVEL 6

RANGE
120 ft.

DURATION
Concentration,
up to 10 minutes

CASTING TIME
1 action

COMPONENTS
V,S,M

Material: a handful of thorns

You create a wall of tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature in its area makes a Dexterity saving throw, taking 7d8 Piercing damage on a failed save or half as much damage on a successful one.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters a space in the wall on a turn or ends its turn there, the creature makes a Dexterity saving throw, taking 7d8 Slashing damage on a failed save or half as much damage on a successful one. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. Both types of damage increase by 1d8 for each spell slot level above 6.

WALL OF ICE

EVOCATION - LEVEL 6

RANGE
120 ft.

DURATION
Concentration,
up to 10 minutes

CASTING TIME
1 action

COMPONENTS
V,S,M

Material: a piece of quartz

You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a globe with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (you choose which side) and makes a Dexterity saving throw, taking 10d6 Cold damage on a failed save or half as much damage on a successful one.

The wall is an object that can be damaged and thus breached. It has AC 12 and 30 Hit Points per 10-foot section, and it has Immunity to Cold, Poison, and Psychic damage and Vulnerability to Fire damage. Reducing a 10-foot section of wall to 0 Hit Points destroys it and leaves behind a sheet of frigid air in the space the wall occupied.

A creature moving through the sheet of frigid air for the first time on a turn makes a Constitution saving throw, taking 5d6 Cold damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage the wall deals when it appears increases by 2d6 and the damage from passing through the sheet of frigid air increases by 1d6 for each spell slot level above 6.

WIND WALK

TRANSMUTATION - LEVEL 6

30 ft. 1 minute 8 hours V,S,M

WORD OF RECALL

CONJURATION - LEVEL 6

5 ft. 1 action Instantaneous V

WORD OF RECALL

CONJURATION - LEVEL 6

RANGE
5 ft.

DURATION
Instantaneous

CASTING TIME
1 action

COMPONENTS
V

You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect.

You must designate a location, such as a temple, as a sanctuary by casting this spell there.

WIND WALK

TRANSMUTATION - LEVEL 6

RANGE
30 ft.

DURATION
8 hours

CASTING TIME
1 minute

COMPONENTS
V,S,M

Material: a candle

You and up to ten willing creatures of your choice within range assume gaseous forms for the duration, appearing as wisps of cloud. While in this cloud form, a target has a Fly Speed of 300 feet and can hover; it has Immunity to the Prone condition; and it has Resistance to Bludgeoning, Piercing, and Slashing damage. The only actions a target can take in this form are the Dash action or a Magic action to begin reverting to its normal form. Reverting takes 1 minute, during which the target has the Stunned condition. Until the spell ends, the target can revert to cloud form, which also requires a Magic action followed by a 1-minute transformation.

If a target is in cloud form and flying when the effect ends, the target descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, it falls the remaining distance.